

MAGIC OF GREYHAWK

SPELLS OF THE GREAT WIZARDS OF OERTH



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Spells of the Great Wizards of Oerth

Revised for Fifth Edition by R P Davis

It is common knowledge in all the interplanar dimensions that the spellcasters of Oerth are the most powerful in all the multiverse. Each and every one of Oerth's most powerful wizards have at one time made their home in the city of Greyhawk.

Here follows a list of little-known spells from all the best-known and most powerful mages Oerth has ever produced. While great effort has been made to present a useful array of spells, their creators were adamant that the most powerful remained unknown.

Study them at your own peril! Even the most simple has the potential to transform the unwary student into something wretched, if not a fine red mist.

Translator's Note. These spells are updated for D&D 2024 from the 1st Edition AD&D book *Greyhawk Adventures*, by James M Ward. A few embellishments, such as the quotes from other famous mages, have been added for your entertainment.



Bigby

Bigby? Of course I know him. Frankly, I consider the spells upon which he built his reputation to be mainly gimmicks, even if they are sometimes useful. Ask the Harpells how they got on with modifying Bigby's work. It is a shame that such an otherwise excellent wizard puts so much effort into being a comedian.

- Khelben "Blackstaff" Arunsun

Bigby's Battering Gauntlet

Level 4 Evocation (Sorcerer, Wizard)

Casting Time: Action

Range: 120 feet

Components: V, S, M (a metal rod with a chainmail gauntlet slipped over one end)

Duration: Concentration, up to 1 minute

You conjure a shimmering violet force shaped like a battering ram with a clenched fist as the ram's head. The force assumes a cylindrical shape 12 feet long by 2 feet in diameter, but you can shorten its length to 3 feet in order to fit in a cramped space.

The spell acts as a battering ram of great power. As an action, you can mentally command the ram to strike a non-living object. The ram destroys a normal wooden door with one hit, a reinforced door with three hits, a stone door with five hits, and has a 50% chance to destroy a metal door or door reinforced with magic (the spell ends if the gauntlet fails).

You must always remain within 60 feet of the ram or the spell ends.

The ram can't be damaged by physical attacks, but it can be destroyed by a *dispel magic* or *disintegrate* spell cast at it.

Bigby's Besieging Bolt

Level 6 Evocation (Sorcerer, Wizard)

Casting Time: Action

Range: 120 feet

Components: V, S, M (a small stone sprinkled with diamond dust)

Duration: Instantaneous

This spell is similar to *magic missile*, in that it strikes unerringly. The difference is the bolts are so large that they can level buildings and turn living creatures into paste.

You create three glowing boulders of magical force and launch them as though firing them from a catapult or trebuchet. Each boulder strikes a creature or object of your choice that you can see within range. A boulder deals force damage to its target equal to $6d6 +$ your spellcasting ability modifier. The boulders all strike simultaneously, and you can direct them to hit one target or several.

Using a Higher-Level Spell Slot. The spell creates one more boulder for each spell slot level above 6.

Bigby's Bookworm Bane

Level 1 Evocation (Bard, Warlock, Wizard)

Casting Time: Action

Range: 60 feet

Components: V, S, M (a child-sized glove made of tough leather)

Duration: 1 hour

This spell is used to seek out and destroy one of the most feared enemies of the mage: the bookworm. Bigby uses the spell periodically to safeguard his valuable library.

You create a disembodied hand that, for the duration, searches through your library and crushes every bookworm it finds. The hand can move aside books and scrolls in pursuit of its prey.

The hand is incapable of performing any other function or combatting any other foe.

Bigby's Construction Crew

Level 4 Evocation (Sorcerer, Wizard)

Casting Time: Action

Range: 300 feet

Components: V, S, M (an assortment of miniature tools worth at least 500 gp)

Duration: 12 hours

By means of this spell, you create as many pairs of hands as you have spellcasting class levels. All of the hands come equipped with tools appropriate to the task you assign them as part of casting the spell. The hands do the work of a construction team equal in ability to any crew of professional carpenters, masons, miners, or sappers. The hands don't need to rest or eat. Each pair performs as one worker. They are unable to fight or inflict physical damage on anything.

Bigby's Dexterous Digits

Level 2 Evocation (Sorcerer, Wizard)

Casting Time: Action

Range: 120 feet

Components: V, S, M (a pair of gloves embroidered with the caster's initials)

Duration: 1 hour

This spell summons into existence a pair of disembodied hands that will follow your every command. The hands can perform all the functions of an *unseen servant*, but can also accomplish deeds requiring fine coordination, such as tinkering with tools, working with laboratory equipment, sculpting, painting, or playing a musical instrument. The hands can perform any task you can accomplish, using your proficiency and Dexterity bonuses. If the hands move farther than 90 feet away from you they vanish.

The hands can't act out the somatic component of a spell, nor can they wield a weapon or punch or grapple.

Using a Higher-Level Spell Slot. The duration increases by 1 hour for each spell slot level above 2.

Bigby's Fantastic Fencers

Level 5 Evocation (Bard, Sorcerer, Wizard)

Casting Time: Action

Range: 120 feet

Components: V, S, M (a small, silver amulet shaped like a mailed gauntlet holding a gem-encrusted sword, worth at least 1,000 gp, which is consumed in the casting)

Duration: Concentration, up to 1 minute

Your magic creates three hands, each of which holds a long sword. The hands glimmer and shimmer with magical energy. Each appears in an unoccupied space you can see within range.

As part of casting the spell, and as an action on your subsequent turns, you can make a melee spell attack for each hand against a creature within 5 feet of that hand. On a hit, the target takes force damage equal to $3d8 +$ your spellcasting ability modifier. A fencer disarms its target if its attack roll exceeds the target's AC by 5 or more.

Using a Higher-Level Spell Slot. You create another fencer for every 2 spell slot levels above 5.

Bigby's Feeling Fingers

Level 1 Evocation (Bard, Sorcerer, Wizard)

Casting Time: Action

Range: 120 feet

Components: V, S, M (a child-sized silk glove and a swan's feather)

Duration: 1 hour

You call into existence a disembodied hand under your command. The hand can't hold, grasp, or carry anything, but it does have an amazingly sensitive sense of touch — so fine that it can note minuscule cracks, separations, or openings in a surface. For the duration, you have advantage on checks you make to detect the presence of traps, as well as secret or concealed doors. The hand can search a 10 foot by 10 foot area each round.

Using a Higher-Level Spell Slot. The duration increases by 1 hour for each spell slot level above 1.

Bigby's Force Sculpture

Level 4 Evocation (Sorcerer, Wizard)

Casting Time: Action

Range: 90 feet

Components: V, S, M (a lump of soft clay with diamond dust mixed into it)

Duration: 1 hour

With this very flexible spell, you can create a visible plane of force that you can shape into any form you wish. You could create a table, ladder, club, bucket, stilts, or cane, for example.

Once an object is formed, it retains its form for the duration. The object imitated must be fairly rigid, can have no moving parts, can have no sharp points or edges, and can't possess finely detailed features. You can create up to one cubic foot of matter per spellcasting class level you have.

Bigby's Most Excellent Force Sculpture

Level 8 Evocation (Sorcerer, Wizard)

Casting Time: 10 minutes

Range: 120 feet

Components: V, S, M (a lump of clay mixed with 1,000 gp worth of diamond dust, which is consumed in the casting)

Duration: 8 hours

This spell is the most advanced form of the *force sculpture* spells. The object formed can be highly complex, containing many moving parts, such as a siege machine or sailing ship.

Parts of an object simulated could be as flexible as a rope or the wood of a bow, so a large net, ballista, rope bridge, or collection of crossbows could be formed. As with lesser force sculptures, fine or accurate details require a successful additional check with appropriate crafter's tools to form. Up to 120 cubic feet of matter can be simulated. With the exceptions noted above, the spell is otherwise identical to the 4th level spell of the same type.

Bigby's Pugnacious Pugilist

Level 3 Evocation (Sorcerer, Wizard)

Casting Time: Action

Range: 120 feet

Components: V, S, M (a mitten stuffed with cotton and a brass bell)

Duration: Concentration, up to 1 minute

At an unoccupied point you can see within range, you create a pair of human-sized hands, appearing as clenched and padded fists. The hands last for the duration, and they move at your command.

The hands are objects that have AC 18 and Hit Points equal to half your Hit Point maximum. If they drop to 0 Hit Points, the spell ends. The hands don't occupy their space.

When you cast the spell and as a Bonus Action on your later turns, you can move the hand up to 60 feet and then cause them to pummel a creature by making two melee spell attacks, one for each hand. On a hit, a target takes 2d6 force damage.

Using a Higher-Level Spell Slot. The damage increases by 1d6 for each spell slot level above 3.

Bigby's Silencing Hand

Level 2 Enchantment (Bard, Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: 120 feet

Components: V, S, M (a cloth glove smeared with sticky syrup or honey)

Duration: Concentration, up to 1 minute

Your magic creates a human-sized hand that flies toward a creature and clamps tightly over its mouth.

Choose a creature you can see within range. The target must make a Dexterity saving throw. On a success, the spell ends. On a failure, the target is unable to speak clearly, can't cast spells requiring a verbal component, or use a magic item triggered by an audible command word. The hand can't be removed or harmed, except by taking 6 or more force damage, although damaging it in this way also damages the target. A successful *dispel magic* spell destroys the hand without injury to the target.

Bigby's Strangling Grip

Level 5 Evocation (Sorcerer, Wizard)

Casting Time: Action

Range: 120 feet

Components: V, S, M (a pair of gloves sewn into a clutching grip around the neck of a bottle)

Duration: Concentration, up to 1 minute

This spell creates a pair of disembodied hands that seek out a creature's throat and strangle it. Choose a creature you can see within range. Make a ranged spell attack against it. On a hit, the target takes $4d8$ force damage and is grappled. A creature grappled in this way is incapacitated and suffocating, and can use its action to make a Strength (Athletics) or Dexterity (Acrobatics) check against your spell save DC, ending the conditions on itself on a success. A target that lacks a neck or doesn't breathe can't be grappled by the hands, but still takes the force damage.

Bigby's Superior Force Sculpture

Level 5 Evocation (Bard, Sorcerer, Wizard)

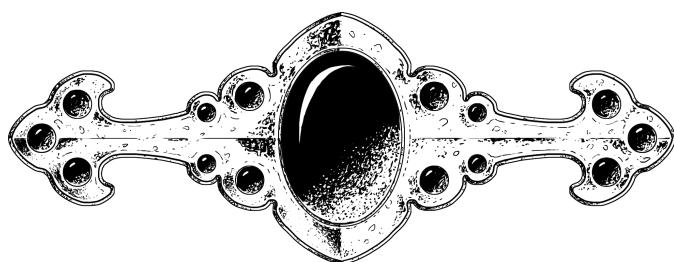
Casting Time: Action

Range: 120 feet

Components: V, S, M (a lump of clay with diamond dust mixed into it)

Duration: 2 hours

This spell is a more advanced form of the 4th level *force sculpture* spell. The object or objects formed from force can be more complex, composed of large, moving parts, or have an edge or point, but still must be rigid. A wagon, quiver of quarrels, shovel, sword, or water wheel could all be simulated, but not a mechanical timepiece, crossbow, or spring. Fine details can be worked into an object, provided you have sufficient skill as an artisan or sculptor (and make the appropriate ability check with appropriate tools as part of casting the spell). Up to 25 cubic feet of matter can be simulated. *Superior force sculpture* is otherwise identical to the 4th level spell.



Drawmij

Drawmij is an interesting fellow. Met him several times, I have, and 'tis fierce unsettling the way he's never the same way twice. When first we met, his eyes were blue, his hair was brown, and he had (if I can be free with thee) a bit of a paunch. The next we met, not a week later, his eyes were green and he was straw-haired and freckled. Thin as a rail, too. Mayhap it comes from spending so much time in the company of druids. I know not. Is that thy bottle? Pass it round, there's a good lass.

- Elminster Aumar, Chosen of Mystra

Drawmij's Adventurer's Luck

Level 2 Transmutation (Sorcerer, Wizard)

Casting Time: Action

Range: Touch

Components: V, S, M (5,000 gp worth of ruby dust sprinkled over the creature's head that is consumed in the casting)

Duration: 1 hour

You touch a creature and bestow a special form of luck. For the duration, the target has a +1 bonus to ability checks and saving throws.

Drawmij's Beast of Burden

Level 1 Transmutation (Sorcerer, Wizard)

Casting Time: Action

Range: 120 feet

Components: V, S, M (a lodestone and pinch of metal filings)

Duration: 8 hours

Your magic partially lightens goods carried by a single creature, be it mount or person. The weight of everything the creature carries, including riders, is reduced by one-half.

Should the spell end while the creature is encumbered, it takes 1d4 levels of exhaustion.

Drawmij's Beneficent Polymorph

Level 6 Transmutation (Warlock, Wizard)

Casting Time: Action

Range: Touch

Components: V, S, M (a soft, silk caterpillar cocoon)

Duration: Concentration, up to 1 hour

This spell endows the touched and willing creature with all the benefits of a *polymorph* spell. An unwilling target can make a saving throw to avoid the spell's effects.

While you choose the first form the target takes, thereafter the target is totally in control of its form changes for the duration, and as a bonus action can change form as often as it wishes, abiding by all the limitations of the *polymorph* spell.

The spell doesn't affect the creature's mental state in any way. When the creature returns to its original form, it regains 1d12 hit points.

Drawmij's Breath of Life

Level 2 Transmutation (Sorcerer, Wizard)

Casting Time: Bonus Action

Range: Touch

Components: V

Duration: 1 hour

With the power of this spell, you endow a creature with sufficient endurance to hold their breath for an hour. The target can't drown, suffocate, or be subject to the effects of inhaled gasses while holding their breath. The spell is only one word long, and has no somatic or material components, so you can cast the spell quickly in an emergency.

Using a Higher-Level Spell Slot. You can target an additional creature for each spell slot level above 2.

Drawmij's Flying Feat

Level 5 Transmutation (Artificer, Warlock, Wizard)

Casting Time: Action

Range: 30 feet

Components: V, S, M (a wing feather taken from a roc)

Duration: Concentration, up to 1 hour

This specialized version of the *fly* spell is not cast upon a creature but an object. A broom, chair, table, carpet, wagon, or even hut could all be made capable of flight.

You can affect objects that weigh up to 500 pounds, and the object can carry twice that amount of weight in passengers or freight if the object is large enough and sufficiently strong to support the weight under normal circumstances.

For the duration, the target gains a Fly Speed of 60 feet and can hover. When the spell ends, the target falls if it is still aloft unless it can stop the fall.

Using a Higher-Level Spell Slot. You can target one additional object for each spell slot level above 5.

Drawmij's Handy Timepiece

Level 4 Conjuration (Wizard)

Casting Time: Action

Range: Touch

Components: V, S, M (a feather from a migratory bird, a fruit fly, a few grains of sand, a solid silver pendulum worth 100 gp, and a solid gold orb of exquisite craftsmanship worth 5,000 gp; all of which are consumed in the casting)

Duration: Instantaneous

This spell warns you when another spell you cast has a duration that's about to expire. After you cast this spell, the next spell you cast is timed. A small golden gong that only you can see appears in front of you and softly chimes a warning one minute before the spell ends. This magic only works with spells with a duration less than 48 hours.

Drawmij's Instant Exit

Level 4 Conjuration (Wizard)

Casting Time: Action

Range: 120 feet

Components: V, S, M (a miniature silver door decorated with ruby chips worth 5,000 gp that is consumed in the casting)

Duration: Instantaneous

This spell conjures a limited, somewhat random, and above all *risky* form of teleportation.

When you finish reciting the spell's mystic syllables, a door suddenly appears on a wall or other flat surface within 10 feet of you. You and as many others who can pass through the door in one round of initiative order (using your movement on your turn) can enter an extraplanar pocket by passing through the doorway. When the door is closed behind the last person to pass through it, you and everyone with you in the pocket are teleported to a random location within 1 mile of the door. If the door isn't closed before the end of the spell's duration, then the door slams shut automatically at the end of the round.

Creatures within the extraplanar space have no control over where they will be teleported, and there is always a 5% chance the spell will malfunction and dump everyone onto the Ethereal Plane. To determine where you and your friends are sent, the DM consults their map, tracks back along the path you've traveled to get to the point where you cast the spell,

and places you in a random area where you've already been. This spell can't send you into unknown territory.

Drawmij's Iron Sack

Level 3 Transmutation (Sorcerer, Wizard)

Casting Time: Action

Range: Touch

Components: V, S, M (a strip of leather with mail sewn on one side)

Duration: 8 hours

This spell provides greater protection for the contents of one normal sack or backpack. An affected sack is protected as if the interior were completely lined with ~~inch-thick solid steel~~, although the sack becomes no heavier or less flexible.

Using a Higher-Level Spell Slot. The duration increases by 2 hours for every spell slot level above 3.

Drawmij's Light Step

Level 1 Transmutation (Sorcerer, Wizard)

Casting Time: Action

Range: Touch

Components: V, S, M (a bit of fur taken from a cat's paw and a duck's feather)

Duration: Concentration, up to 1 minute

Your magic touch gives a creature a very limited form of levitation. For the duration, the target walks normally over any surface, but walks so lightly that no tracks are left behind. If the target moves faster than a walk the spell ends immediately.

The target can move across a smooth fluid surface, but the surface counts as difficult terrain, as the creature must step carefully. The target can't walk across turbulent water or ocean waves, however, since the chaotic motion of the fluid disturbs the levitation field.

Additionally, the target doesn't trigger traps that require stepping on a pressure plate or pit cover.

Drawmij's Marvelous Shield

Level 3 Evocation (Sorcerer, Wizard)

Casting Time: Reaction, which you take when you are hit by an attack roll or targeted by the *magic missile* spell

Range: Self

Components: V, S

Duration: 1 minute

Drawmij developed this improved version of the *shield* spell, and it has since made its way across the multiverse.

For the duration, you have a +5 bonus to AC, including against the triggering attack, and you take no damage from *magic missiles*.

Drawmij's Merciful Metamorphosis

Level 6 Transmutation (Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: 120 feet

Components: V, S, M (a cocoon soaked in a balm of honey, powdered yellow-white moss agate worth 500 gp, and powdered emerald worth 700 gp, all of which are consumed in the casting)

Duration: Instantaneous

Drawmij developed this spell as a merciful way to get rid of an adversary. The spell polymorphs a creature into another creature as does polymorph spell, but the target's save has disadvantage. The target can only be polymorphed into a beast with a CR no higher than 1/2.

The target automatically assumes the mental state of the beast, forgetting all knowledge of its previous self. The beast doesn't radiate magic or the target's original mental state, so there is little evidence the animal was anything other than what it appears to be now. If returned to its original form by a *dispel magic* or *wish* spell, the target will be quite bewildered, suffering the effect of a *confusion* spell for 2d4 hours. After the confusion passes, the creature gradually recovers its previous knowledge and memories over a period of 1d4 days.

Drawmij's Protection from Non-Magical Gas

Level 4 Abjuration (Artificer, Wizard)

Casting Time: Action

Range: Self (20-foot-radius sphere)

Components: V, S, M (a fan and a small vial containing perfume worth at least 100 gp, both of which are consumed in the casting)

Duration: 1 hour

Spooling your magic around yourself, you create an aura within which breathing creatures are protected from the effects of non-magical gasses, fumes, and smoke. The air within the sphere always remains clean, fresh, and replenished with oxygen, so creatures within it won't suffer from lack of oxygen if the air outside is contaminated or its oxygen consumed by fire.

This spell is often carried on scrolls by Spelljamming wizards, just in case a ship's air envelope is fouled.

Drawmij's Scent Mask

Level 2 Illusion (Sorcerer, Wizard)

Casting Time: Action

Range: Touch

Components: V, S, M (a scentless flower)

Duration: 1 hour

Your magic conceals odors emanating from the target creature for the duration. The target can't be detected by scent, and can't be tracked by an animal or being that uses its sense of smell to track, such as a bloodhound. If cast upon a creature that uses its odor as a weapon or form of defense, such as a troglodyte's stench, the spell negates the odor, provided the creature fails a Wisdom saving throw.

Using a Higher-Level Spell Slot. You can target an additional creature for each spell slot level above 2.

Drawmij's Swift Mount

Level 2 Transmutation (Sorcerer, Wizard)

Casting Time: Action

Range: Touch

Components: V, S, M (a hare's foot or a bit of fur from a cheetah)

Duration: 8 hours

This spell doubles the movement of a mount for the duration. When the spell ends, the mount is completely exhausted and refuses to move until it finishes a long rest. *Drawmij's beast of burden* can't be combined with *swift mount*.

Using a Higher-Level Spell Slot. You can target an additional creature for every 2 spell slot levels above 2.

Drawmij's Tool Box

Level 4 Conjunction (Artificer, Wizard)

Casting Time: Action

Range: 10 feet

Components: V, S, M (a miniature wooden tool box)

Duration: 1 day

This useful spell permits you to temporarily conjure artisan's tools. You can conjure a number of tool sets equal to your spellcasting ability modifier. The tools last for the duration, after which they dissolve into mist.

Mordenkainen

Mordenkainen? Aye, I know him well. He is a great experimenter, always fiddling, tweaking, and adjusting the Weave to create different outcomes. Splendid chap for a chin-wag in Ed's kitchen. Ye shouldn't trust him farther than ye can throw him, mind. If he even suspects you threaten the Balance, ye'll disappear from the multiverse fair quick. And he has his own ideas of what ye might mean by 'threat'.

- Elminster Aumar, Chosen of Mystra

Mordenkainen's Buzzing Bee

Level 1 Conjuration (Bard, Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: 120 feet

Components: V, S, M (a dab of honey)

Duration: Concentration, up to 1 minute

A small but extremely loud bee appears, buzzing around the head of a creature you can see within range. It creates an unnerving noise that disrupts the target's concentration.

For the duration, the target has disadvantage on checks it makes that require its undivided attention, such as Wisdom (Perception) checks involving hearing, Dexterity (Stealth) checks, and concentration checks for spells. In the last case, the DC for the concentration check is your spell save DC.

Mordenkainen's Capable Caravel

Level 9 Conjuration (Sorcerer, Wizard)

Casting Time: 10 minutes

Range: 90 feet

Components: V, S, M (a miniature ship carved from mahogany, rigged with silk sails and gold thread, with a total value of 500 gp)

Duration: 10 days

You conjure into existence a fine, seaworthy ship to carry you and your companions safely and comfortably. A caravel is an average-sized, double-decked sailing ship (see "Vehicles" on D&D Beyond). It holds a generous amount of cargo and offers cramped quarters for crew and passengers.

The ship produced by this spell has even more room for cargo and passengers, contained within an extradimensional space that functions as a magnificent mansion spell.

The ship is crewed by a minimum complement of spectral deckhands, which perform the basic tasks of maintenance. These, like the cabin servants, behave as *unseen servants* but can travel anywhere aboard ship and can enter the extradimensional space if you wish. The spectral deckhands respond to the direction of the helmsman, reducing the number of crew necessary to control the caravel to 1. If you don't provide a real helmsman, the ship will steer itself on the last course a living helmsman provided but will not be able to avoid collisions or hazards or adjust to changing conditions.

Mordenkainen's Defense

Level 3 Abjuration (Bard, Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: Touch

Components: V, S, M (a crushed moonstone worth at least 30 gp)

Duration: 1 minute

This spell is Mordenkainen's attempt to expand the efficacy of spells like *protection from evil and good*.

You or one willing creature you touch is protected against certain types of creatures: beasts, lycanthropes, and slimes.

The protection grants several benefits:

- Creatures of those types have disadvantage on attack rolls against the target.
- The target has resistance to damage from a lycantheope's bite or claw attacks, and advantage when making saving throws to resist contracting lycanthropy.
- The target has resistance to additional damage of all types inflicted by oozes, slimes, and fungal plant creatures.

Mordenkainen's Dimension Jump

Level 4 Transmutation (Bard, Sorcerer, Warlock, Wizard)

Casting Time: Bonus Action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

For the duration, as a bonus action, you can teleport yourself and everything you hold and carry up to your movement. You can't transport other creatures except for a familiar.

You must be able to see your destination; if you attempt to dimension jump into a solid object, the bonus action is wasted but the spell remains in effect. If you don't end your jump on a solid surface, you immediately fall.

Mordenkainen's Disjunction

Level 9 Abjuration (Wizard)

Casting Time: 1 action

Range: 120 feet

Components: V

Duration: Instantaneous

You create a 40-foot-radius sphere of antimagic centered on a point you can see within range. All magical effects and magic items within the radius of the spell, except for those that you carry or touch, are disjoined. That is, spells and spell-like effects are separated into their individual components. Ongoing spell effects end as though dispelled. Consumable magic items, such as potions and spell scrolls, are instantly disjoined. Permanent magic items might be turned into normal items.

Creatures wielding, wearing, or carrying permanent magic items can make an Intelligence saving throw for each such item. On a failure, the item is disjoined. Permanent magic items that aren't being wielded, worn, or carried are automatically disjoined. Artifacts are immune to this spell.

Mordenkainen's Electric Arc

Level 4 Evocation (Sorcerer, Wizard)

Casting Time: Action

Range: 30 feet

Components: V, S, M (a bit of fur and a glass rod)

Duration: Instantaneous

You point your finger at a creature you can see within range and an electric arc jumps out toward it. The creature must make a Dexterity saving throw. The target takes $6d10$ lightning damage on a failed save or half as much on a success. The creature has disadvantage on the saving throw if it is wearing metal armor.

Using a Higher-Level Spell Slot. The damage increases by $1d10$ for each spell slot level above 4.

Mordenkainen's Encompassing Vision

Level 2 Transmutation (Bard, Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: Touch

Components: V, S, M (a crystal disc with eight eyes inscribed upon it, spaced at 45 degree intervals around its edge)

Duration: 1 hour

Your touch grants a creature a full 360 degrees of vision, so the creature can see to the sides and rear as well as it sees to the front. The target can't be surprised by an attacker it can see normally. The spell works in combination with any sort of enhanced or magical vision, including darkvision and true seeing, allowing the target to see invisible, ethereal, or astral beings from the flank or rear as well.

Mordenkainen's Faithful Phantom Shield-Bearers

Level 4 Abjuration (Sorcerer, Wizard)

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a pair of small crystal shields tied with string to a miniature wooden doll depicting you)

Duration: 1 minute

You summon a pair of shimmering, violet phantom beings that stay on either side of you and protect you from physical attacks. The beings have AC 16, a move of 30 feet, and 20 hit points. They take no damage from anything other than magical attacks, including spells and magic weapons. They otherwise can't be affected, but they can be dispelled.

Should a creature come within 10 feet of you, you can use your reaction to mentally command your shield-bearers to attack it with their phantom spears; they use your melee spell attack bonus to their attack rolls and on a hit deal psychic damage equal to 1d6 + your spellcasting ability modifier (minimum 1).

Additionally, you receive a +1 bonus to AC for each shield-bearer within 5 feet of you.

Using a Higher-Level Spell Slot. You summon an additional shield-bearer for every 2 slot levels above 4.

Mordenkainen's Force Missile

Level 4 Evocation (Sorcerer, Wizard)

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You create a globe of force that streaks unerringly toward a target you can see within range. The target takes 2d6 force damage and the globe explodes in a concussive blast. The target and each creature within 5 feet of it must make a Dexterity saving throw, taking 4d6 force damage on a failed save, or half as much on a success. Objects automatically fail the saving throw.

Using a Higher-Level Spell Slot. The damage increases by 1d6 for each slot level above 4.

Mordenkainen's Trusted Bloodhound

Level 6 Transmutation (Bard, Warlock, Wizard)

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a tiny silver whistle, a piece of bone, and a thread)

Duration: 8 hours

This spell functions like a *Mordenkainen's faithful hound* spell, except that the phantom hound can also track a creature you designate using the Survival skill. Its Survival bonus for this task is equal to your spellcasting ability modifier + your proficiency bonus. A trusted bloodhound has a movement speed equal to yours and can move at full speed without taking a penalty on Survival checks to track.

While tracking, a trusted bloodhound can't attack or have any other effect on combat. However, as an action, you can instruct your trusted bloodhound to function identically to *Mordenkainen's faithful hound*. As an action, you can command your trusted bloodhound to resume tracking.

Mordenkainen's Penultimate Cogitation

Level 7 Transmutation (Bard, Warlock, Wizard)

Casting Time: Action

Range: Self

Components: V, S

Duration: Instantaneous

When you cast this spell, you can call to mind one spell of 1st to 6th level that you don't have prepared, provided that spell is written in your spellbook and that your spellbook is

within 1 mile of you. You can cast that spell thereafter, provided you have sufficient spell slots and material components to do so.

After you cast the spell you called to mind in this way, roll a d20. On a result of 1, the spell is erased from your spellbook.



Nystul

By all the gods that were, are, or shall be, Nystul annoys me to wrath like no other. When he's not irritating everyone by transforming himself into an elf-maiden, he's a ridiculous, gangling bean-pole. And his puns! Do not get me started. The only reason the Circle of Eight endures him at all is his magical skill, strategic mastery, and tactical knowledge, which I must confess is prodigious.

- Mordenkainen

Nystul's Blacklight Burst

Level 4 Evocation (Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: 100 feet

Components: V, S, M (a bit of dirt from a ghoul's grave)

Duration: Instantaneous

You bring forth a tiny piece of dark energy from the Negative Plane, sending it to a point you choose within range, at which point it expands in a burst.

Each creature in a 20-foot radius sphere centered on that point must make a Dexterity saving throw. On a failure, a creature takes $6d6$ necrotic damage and has its speed reduced by half for 1 minute. On a success, a creature takes half as much damage and has its speed reduced by 5 feet.

Using a Higher-Level Spell Slot. The damage increases by 1d6 for each slot level above 4.

Nystul's Blackmote

Level 2 Evocation (Sorcerer, Wizard)

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a sliver of bone taken from an undead skeleton)

Duration: Concentration, up to 1 minute

You summon a microscopic mote of energy from the Negative Material Plane to your hand. To control the blackmote, you must succeed on a DC 14 Arcana check using your spellcasting ability. On a success, the blackmote lies dormant in your hand for until the start of your next turn, until the blackmote is at full power.

For the duration, as an action you can hurl the blackmote at a creature within range. The blackmote automatically hits, exploding in a burst of darkness and cold, inflicting 1d6 cold damage and 1d6 necrotic damage. Once you hurl the mote, the spell ends.

Undead and creatures from the Lower Planes are unaffected by a blackmote.

If you fail the initial Arcana check, you lose control of the mote. It immediately explodes in your hand, inflicting 2d6 necrotic damage and paralyzing you until the start of your next turn.

Using a Higher-Level Spell Slot. The damage increases by 1d6 for each damage type for each slot level above 2.

Nystul's Blazing Beam

Level 2 Evocation (Sorcerer, Wizard)

Casting Time: Action

Range: 120 feet

Components: V, S

Duration: Instantaneous

With this spell, you draw a parcel of sparkling, radiant energy into your hand and hurl it as a streak of brilliant light.

The light forms a 100-foot-long, 5-foot-wide line that blasts out from you in a direction you choose. Each creature in the line makes a Constitution saving throw. On a failure, a creature is blinded. The creature can repeat the saving throw at the end of each of its turns, ending the blinded condition on itself on a success.

An undead creature struck by the beam automatically fails the save and takes 4d6 radiant damage.

Using a Higher-Level Spell Slot. The damage increases by 1d6 for each spell slot level above 2.

Nystul's Crystal Dagger

Level 2 Evocation (Sorcerer, Warlock, Wizard)

Casting Time: Bonus Action

Range: Self

Components: V, S, M (a tiny dagger made from fine lead crystal worth 250 gp)

Duration: Concentration, up to 1 minute

You summon into your hand a dagger composed of material from the quasi-elemental Plane of Mineral infused with energy drawn from the Positive Material Plane. When you score a hit with it, the crystal dagger deals radiant damage equal to $1d4 +$ your spellcasting ability modifier. Against undead and creatures from the Lower Planes, the dagger deals

radiant damage equal to $2d4 +$ your spellcasting ability modifier. If the crystal dagger scores a critical hit against an undead creature or creature from the Lower Planes, the target is paralyzed until the end of its next turn and the dagger vanishes.

Using a Higher-Level Spell Slot. The damage increases by $1d4$ for each slot level above 2.

Nystul's Dancing Werelight

Level 1 Transmutation (Artificer, Bard, Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: 300 feet

Components: V, S, M (a live firefly)

Duration: 1 hour

You create a mote of light completely under your control. The light shed by the mote can be increased or decreased at your will, ranging from the brightness of a *light* spell to the dim glow of a candle. You can direct the werelight to flit about from place to place (no action required by you), provided it stays within the spell's range.

Nystul developed his werelight to hang over his head as a convenient reading light.

Nystul's Enveloping Darkness

Level 5 Evocation (Sorcerer, Wizard)

Casting Time: Action

Range: Self

Components: V, S, M (a drop of pitch, a whisker from a black cat, and a bit of fur from the coat of a displacer beast)

Duration: Concentration, up to 1 minute

You create a 20-foot-radius sphere of impenetrable darkness around yourself. While you can see in and through the darkness, other creatures can't, not even with darkvision or true seeing.

In addition, a distortion exists within the sphere, appearing as if you have a displacer beast's power of displacement. If somehow a creature can see into the sphere, attack rolls against you have disadvantage.

Nystul's Expeditious Fire Extinguisher

Level 3 Evocation (Artificer, Sorcerer, Wizard)

Casting Time: Action

Range: 120 feet

Components: V, S, M (a pinch of cold ash mixed with salt)

Duration: Instantaneous

This more powerful version of the *control flames* cantrip enables you to quickly extinguish a large fire, even a magical one.

Choose a flame that you can see within range and that fits within a 10-foot cube. You instantaneously extinguish the flames within the cube. If the flame is magical in nature, you must make an Arcana check using your spellcasting ability modifier, the DC of which is equal to $10 + \text{the spell level}$ that produced the flame.

The spell temporarily suppresses the effects of a *flame blade*. The blade's wielder must make a Dexterity saving throw; on a failure, the blade's flaming property is suppressed for 1 minute. The wielder can use an action to make an Intelligence saving throw, ending your spell on a success.

The spell has no effect on fire-based creatures or flames emanating from a creature's body, such as fire elementals, fire grue, or fiends.

Nystul's Flash

Level 1 Evocation (Sorcerer, Wizard)

Casting Time: Action

Range: 90 feet

Components: V, S

Duration: Instantaneous

You cause a sudden burst of bright light to fill a 10-foot radius sphere within range. Each creature within the area that uses eyes for sight must make a Constitution saving throw or be blinded until the end of their next turn.

Using a Higher-Level Spell Slot. The radius of the sphere increases by 5 feet for each slot level above 4.

Nystul's Golden Revelation

Level 3 Transmutation (Artificer, Sorcerer, Wizard)

Casting Time: Action

Range: Self (60-foot cone)

Components: V, S, M (a box wrapped with waxed parchment, containing a live glowworm)

Duration: Concentration, up to 1 minute

With this spell, you can reveal hidden, concealed, or invisible creatures within the conical area. The concealed creature is surrounded with an aura of golden light, making it easily seen. You can make a full 360 degree sweep-search of your immediate area as part of casting the spell and as an action on your turn.

The spell reveals hidden creatures, including but not limited to:

- a thief hiding in shadows
- a creature hiding behind an obstacle
- invisible, out-of-phase, ethereal, duo-dimensional, or astral creatures
- creatures using items like a *cloak of elvenkind*, *robe of blending*, *ring of chameleon power*, or *potion of invisibility*

The DM has final say on whether or not a creature is revealed.

Nystul's Lightburst

Level 4 Evocation (Sorcerer, Wizard)

Casting Time: Action

Range: 120 feet

Components: V, S, M (a small, solid gold orb worth 500 gp that is consumed in the casting)

Duration: Instantaneous

This spell summons a burst of radiant energy that blinds creatures and is the bane of monsters that exist thanks to necromancy or energy from the Lower Planes.

Choose a point you can see within range. A 20-foot-radius sphere of brilliant light erupts there. Each creature in the area is blinded. Creatures not in the area but within 20 feet of it can make a Wisdom saving throw to avoid being blinded. Creatures that can't see aren't blinded.

Additionally, undead and fiends in the area must make a Constitution saving throw, taking 6d6 radiant damage on a failed save or half as much damage on a success.

Using a Higher-Level Spell Slot. The damage increases by 1d6 for each slot level above 4.

Nystul's Radiant Arch

Level 5 Transmutation (Sorcerer, Wizard)

Casting Time: Bonus Action

Range: 120 feet

Components: V, S, M (a crystal prism which is consumed in the casting and a small black board with a pinhole through the center)

Duration: Concentration, up to 1 minute

You create a glimmering rainbow of light that arches between your open hands. As an action when you cast the spell and as an action for the duration, you can choose to fire a ray from it at a creature you can see within range. The ray can take the form of one of the seven colors of energy:

- Red. Cold damage
- Orange. Fire damage
- Yellow. Acid damage

- Green. Poison damage
- Blue. Lightning damage
- Indigo. Force damage
- Violet. Psychic damage

The target must make an Intelligence saving throw. On a failure, the target takes 6d6 damage of a type corresponding to the color of the ray. On a success, the target takes half as much damage.

Using a Higher-Level Spell Slot. The damage increases by 1d6 for each slot level above 5.

Nystul's Radiant Baton

Level 3 Evocation (Sorcerer, Wizard)

Casting Time: Action

Range: Self

Components: V, S, M (a crystal prism which is consumed in the casting and seven small silver rods)

Duration: Concentration, up to 1 minute

You summon a slender baton made of glowing, colored light, drawn directly from the Elemental Plane of Radiance. You have proficiency in using it and on a hit it deals radiant damage equal to $2d8 +$ your spellcasting ability modifier.

In addition, it has an extra affect which depends on what color you chose it to have when you cast the spell:

- Red Baton. The target takes an additional 2d8 cold damage.
- Orange Baton. The target takes an additional 2d8 fire damage.
- Yellow Baton. The target takes an additional 2d8 acid damage.
- Green Baton. The target takes an additional 2d8 poison damage.
- Blue Baton. The target takes an additional 2d8 lightning damage.
- Indigo Baton. The target takes an additional 2d8 force damage.
- Purple Baton. The target takes an additional 2d8 psychic damage.

Using a Higher-Level Spell Slot. The damage increases by 1d8 radiant and 1d8 color-specific damage for each slot level above 4.

Otiluke

Some say Otiluke is dead, killed by Rary some years ago. This makes no sense. Though he was not blessed with a surfeit of wisdom, Otiluke's intellect was unmatched; surely he had brains enough to establish magical contingencies that would preserve him. In any case, his work remains a staple part of any magical study, in Oerth or on any other world.

- Darro ir'Lain, Second Warlord of the Realm, Commander of the Knights Arcane

Otiluke's Acid Cloud

Level 3 Conjunction (Sorcerer, Wizard)

Casting Time: Action

Range: 90 feet

Components: V, S, M (a small vial of diluted aqua regia)

Duration: Concentration, up to 1 minute

You conjure a small crystalline sphere filled with a yellowish-brown mist. As part of casting the spell, you throw it at a point within range, where it shatters, creating a 20-foot-radius sphere of caustic gas centered on the point you chose. The cloud is heavily obscured. The cloud lingers in the air for the duration or until a strong wind (such as the one created by *gust of wind*) disperses it.

Each creature that starts its turn in the sphere must make a Constitution saving throw, taking 4d6 acid damage on a failed save or half as much damage on a successful one.

Using a Higher-Level Spell Slot. The acid damage increases by 1d6 for each slot level above 3.

Otiluke's Boiling Oil Bath

Level 2 Evocation (Sorcerer, Wizard)

Casting Time: Action

Range: 120 feet

Components: V, S, M (a few drops of oil and a pinch of sulfur)

Duration: Instantaneous

This rather gruesome spell has the potential to instantly parboil your enemies.

You create a cauldron-shaped container of force filled with boiling oil which appears over a target's head you can see within range. The cauldron dumps its contents onto the target, which must make a Dexterity saving throw.

On a failure, the target takes 4d4 fire damage immediately and 2d4 fire damage at the end of its next turn. On a success, the oil splashes the target for half as much of the initial damage and no damage at the end of its next turn.

Using a Higher-Level Spell Slot. The fire damage increases by 1d4 for each slot level above 2.

Otiluke's Bubbling Buoyancy

Level 1 Transmutation (Sorcerer, Wizard)

Casting Time: Action

Range: 120 feet

Components: V, S, M (a small cork and a pinch of bromine salt)

Duration: Concentration, up to 1 minute

By the use of this spell, you can allow normally non-buoyant objects to float upon a layer of small crystal bubbles filled with air.

You can affect up to 100 pounds of matter, including gold, lead, stone, or a living creature. An object that has sunk underwater can be raised to the surface if the object is within the spell's range.

Using a Higher-Level Spell Slot. The weight of matter you can affect increases by 100 pounds for each slot level above 1.

Otiluke's Death Screen

Level 7 Evocation (Sorcerer, Wizard)

Casting Time: Action

Range: 120 feet

Components: V, S, M (a sheet of lead crystal, earth from a vampire's coffin, and a hollow sphere)

Duration: Concentration, up to 1 minute

You call into existence a gray, misty screen of energy centered on a point you can see within range that can be shaped into a wall, hemisphere, or sphere, with a 20-foot diameter, as you wish. It is always immovable.

A creature passing through the screen must make a Charisma saving throw. On a success, the creature takes 8d6 force damage.

On a failure, the creature takes 8d6 force damage and is trapped by the screen. A trapped creature is held in an extraplanar no-space where it is continually assaulted by wave after wave of force energy. At the start of each of its turns it takes another 8d6 force damage. At the end of each of its turns it can repeat the saving throw, escaping from the no-space on a success.

When a trapped creature escapes, dies, or the spell ends, the creature is ejected onto the Material Plane as though it had escaped on its own. A creature re-emerging alive onto the Material Plane is stunned for 1d4 rounds as it recovers.

A creature imprisoned in the no-space can use magic to heal themselves, but can't escape unless they succeed on the saving throw.

Otiluke's Diamond Screen

Level 6 Evocation (Sorcerer, Wizard)

Casting Time: Action

Range: 120 feet

Components: V, S, M (a collection of sharp diamond chips worth at least 5,000 gp which are consumed in the casting)

Duration: Concentration, up to 1 minute

You create a glittering screen of energy of any color you choose. The screen can be up to 20 feet square, and can be shaped into a wall, hemisphere, or sphere as you wish.

Creatures passing through the screen are set upon by a multitude of razor-sharp blades made of magical force. Each such creature takes 6d10 slashing damage.

Otiluke's Dispelling Screen

Level 5 Abjuration (Sorcerer, Wizard)

Casting Time: Action

Range: 120 feet

Components: V, S, M (a sheet of fine lead crystal and a chrysolite gemstone worth 1,000 gp, which are consumed in the casting)

Duration: Concentration, up to 1 minute

You create a shimmering screen of violet energy at a point you can see within range. As with other such screens, your *dispelling screen* can be shaped into a wall, hemisphere, or sphere, with a 20-foot diameter, as you wish. It is immovable.

When a creature passes through the screen, any ongoing spell of level 3 or lower on it ends. For each ongoing spell of level 4 or higher on the creature, make an ability check using your spellcasting ability (DC 10 plus that spell's level). On a successful check, the spell ends.

Thus, creatures possessing some form of enchantment who pass through the *dispelling screen* often come out weaker than when they started.

Otiluke's Electrical Screen

Level 5 Evocation (Sorcerer, Wizard)

Casting Time: Action

Range: 120 feet

Components: V, S, M (a bit of fur, a glass rod, and a thin sheet of fine crystal, all of which are consumed in the casting)

Duration: Concentration, up to 1 minute

You create a shimmering screen of electrical energy centered on a point you can see within range that can be shaped into a wall, hemisphere, or sphere, with a 20-foot diameter, as you wish. It is always immovable. A creature passing through the electrical screen suffers a strong shock.

A creature passing through the screen must make a Constitution saving throw. On a failure, it takes $2d8$ lightning damage. In addition, for the duration it is slowed and has disadvantage on attack rolls, saving throws, and ability checks it makes. It can use an action to repeat the saving throw, ending the effects on itself on a success. On a success, it takes half as much damage and suffers no other ill effects.

Otiluke's Excruciating Screen

Level 6 Evocation (Sorcerer, Wizard)

Casting Time: Action

Range: 120 feet

Components: V, S, M (a crystal sheet and a hollow sphere)

Duration: Concentration, up to 1 minute

You create a misty screen of formless, featureless gray so dark as to be nearly black. The screen can be up to 20 feet square, and can be shaped into a wall, hemisphere, or sphere as you wish.

Any creature passing through this screen is inflicted with excruciating pain and must make a Constitution saving throw. On a failure, the creature takes $6d8$ necrotic damage and is stunned. On a success, a creature takes half as much damage and isn't stunned.

The pain persists. For the duration, a creature stunned in this way takes $3d8$ necrotic damage at the start of each of its turns, and can repeat the save at the end of each of its turns, ending the stunned condition and the ongoing damage effect on itself on a success.

Otiluke's Fire and Ice

Level 7 Evocation (Sorcerer, Wizard)

Casting Time: Action

Range: 180 feet

Components: V, S, M (a pinch of phosphorus and a small quartz crystal)

Duration: Instantaneous

As part of casting the spell, a red crystal sphere appears before you, then flies away at great speed toward a point you can see within range. A split second later, a blue crystal sphere appears and quickly follows the red one.

When the red sphere reaches the point you chose, it explodes in a fireball with a 30-foot radius. A creature in the area must make a Dexterity saving throw, taking 6d6 fire damage on a failed save or half as much damage on a successful one.

A split-second later, the blue sphere explodes at the same point, in a ball of frost and ice. A creature in the area must make a Dexterity saving throw, taking 6d6 cold damage on a failed save or half as much damage on a successful one.

The greatest effect of the one-two combination is the tremendous shock inflicted on inanimate objects by the radical change in temperature. Nonmagical objects in the area might, at the DM's option, crack or shatter.

Otiluke's Force Umbrella

Level 3 Evocation (Wizard)

Casting Time: Action

Range: Self

Components: V, S, M (a miniature umbrella made of wood and leather and a pinch of diamond dust)

Duration: Concentration, up to 10 minutes

This spell — a specialized variant of the *wall of force* spell and subject to all of that spell's restrictions and criteria — creates a broad, bowl-shaped dome of force over your head, 10 feet in radius, shimmering violet in appearance. For the duration, the dome follows you wherever you travel. The dome not only shields you from rain, sleet, or snow, but also against physical or magical attacks from above, per *wall of force*.

Otiluke's Orb of Containment

Level 6 Evocation (Sorcerer, Wizard)

Casting Time: Action

Range: 120 feet

Components: V, S, M (a diamond worth 1,000 gp encased in glass, both of which are consumed in the casting)

Duration: 24 hours

Otiluke developed this spell to create a useful container for very dangerous substances. When you have an object or substance to be contained, the spell creates a crystal sphere 6 inches in diameter at a point you can see within range. The crystal orb will surround the object or part of a semi-liquid substance and hold it securely.

The interior of the orb has the hardness of adamantine steel, so even the most volatile or corrosive substances are held safely. Time within the orb is frozen, so the substance held doesn't age. The orb can't be shattered by physical force or magical attacks, although a successful *dispel magic* or *disintegrate* spell destroys the orb and frees its contents.

The orb of containment will exist for one day, after which it fades out, freeing the contents. If cast again before the orb fades, the orb is renewed for an additional day without disturbing its contents.

Otiluke's Polar Screen

Level 5 Evocation (Sorcerer, Wizard)

Casting Time: Action

Range: 120 feet

Components: V, S, M (a thin sheet of fine lead crystal and a few bluish-white quartz crystals, all of which are consumed in the casting)

Duration: Concentration, up to 1 minute

You create a misty, bluish-white screen of energy centered on a point you can see within range that can be shaped into a wall, hemisphere, or sphere, with a 20-foot diameter, as you wish. It is always immovable. A creature passing through the polar screen is nearly frozen by its brief but intense blizzard.

A creature passing through the screen must make a Constitution saving throw. On a failure, it is coated with ice and it takes 2d8 cold damage. In addition, for the duration it has disadvantage on attack rolls and automatically fails Dexterity saving throws and ability checks it makes. It can use an action to repeat the saving throw, ending the effects on itself on a success. On a success, it takes half as much damage and suffers no other ill effects.

A *fireball* cast using a 5th level spell slot, but no other flame, magical or otherwise, will destroy a polar screen.

Otiluke's Radiant Screen

Level 5 Evocation (Sorcerer, Wizard)

Casting Time: Action

Range: 120 feet

Components: V, S, M (a crystal prism, a beryl worth at least 500 gp, and a thin sheet of fine crystal colored the seven colors of the rainbow, all of which are consumed in the casting)

Duration: Concentration, up to 1 minute

You create a screen of multi-colored energy drawn from the Quasi-Elemental Plane of Radiance. The screen can be up to 20 feet square, and can be shaped into a wall, hemisphere, or sphere as you wish. The screen can be one of the seven colors of the rainbow, each color exhibiting a different form of energy.

- Red. The target takes $5d8$ cold damage.
- Orange. The target takes $5d8$ fire damage.
- Yellow. The target takes $5d8$ acid damage.
- Green. The target takes $5d8$ poison damage.
- Blue. The target takes $5d8$ lightning damage.
- Indigo. The target takes $5d8$ force damage.
- Purple. The target takes $5d8$ psychic damage.

For the duration, as a bonus action you can change the color of the screen, but only one color at a time can exist.

Using a Higher-Level Spell Slot. The damage increases by $1d8$ for each slot level above 5.

Otiluke's Siege Sphere (Evocation)

Level 7 Evocation (Sorcerer, Wizard)

Casting Time: Action

Range: Touch

Components: V, S, M (vary; see description)

Duration: Instantaneous

You create a boulder-sized sphere of force that can be fired by a mangonel, trebuchet, or other siege engine. Your siege sphere lasts for 1 minute before it fades out of existence.

Your siege sphere can take several different forms, and you decide the type of sphere to be created when you cast the spell. No matter what its type, it can only be destroyed by a *disintegrate*, *wish*, or successful *dispel magic* spell.

After the sphere is fired, it takes on a form that depends on the form you chose for it. Regardless of the form that the attack takes, and whether it hits or misses, the siege sphere disappears after it's launched. Different types of siege spheres are described below.

Liquid Fire. When the sphere strikes its target, it shatters, spraying a mass of liquid fire over an area with a 30-foot radius. Creatures in the area take $3d6$ fire damage, and for the next 1 minute, at the start of each of their turns take an additional $3d4$ fire damage until they use an action to douse the flames. Flammable items in the area of effect will be ignited. The material components for this form are a drop of pitch, a bit of phosphorus, and a pinch of diamond dust.

Crystal Shards. This sphere splinters apart 30 feet above the ground, raining crystal shards in a 20-foot-radius cylinder. Each creature in the area takes $5d6$ slashing damage. The material component is a sample of sharp diamond flakes.

Wrecking Ball. Upon nearing its target, the sphere's density dramatically increases. On a hit, it deals three times as much damage as a mangonel or trebuchet. The material components are a lodestone and a pinch of diamond dust.

Otiluke's Smoky Sphere

Level 1 Evocation (Sorcerer, Wizard)

Casting Time: Action

Range: 60 feet

Components: V, S, M (a charred stick or piece of charcoal and a small, hollow glass ball)

Duration: Instantaneous

You summon into your hand a small crystalline sphere filled with a gray, hazy mass. As part of casting the spell, you can throw your smoky sphere to a point you can see within range, where it shatters, releasing a cloud of harsh, irritating smoke.

The cloud is a sphere with a 10-foot radius. The smoke cloud remains until the start of your next turn, when it disperses. Whenever a creature enters the cloud or ends its turn there, it must make a Constitution saving throw. On a failure, a creature becomes unable to breathe, overcome with coughing. A creature affected in this way is incapacitated until the end of its next turn. A *lesser restoration* spell ends the effect on a creature.

Otiluke's Steaming Sphere

Level 4 Evocation (Sorcerer, Wizard)

Casting Time: Action

Range: 120 feet

Components: V, S, M (a few drops of pure water, a pinch of dust, and a bit of sulfur)

Duration: Concentration, up to 1 minute

You summon into your hand a small crystalline sphere filled with hot steam. As part of casting the spell, you can throw your smoky sphere to a point you can see within range, where it shatters, releasing a cloud of scalding steam.

The cloud is heavily obscured. The cloud lingers in the air for the duration or until a strong wind (such as the one created by *gust of wind*) disperses it.

Whenever a creature enters the cloud or ends its turn there, it must make a Constitution saving throw, taking $3d8$ fire damage on a failed save or half as much damage on a successful one.

When a creature tries to leave the steam cloud, it emerges in a random direction. Imagine a clock face and roll $1d12$ to find the direction in which the creature escapes.

Using a Higher-Level Spell Slot. The fire damage increases by $1d8$ for each slot level above 4.



Otto

Sound, music, bombastic thunder: All these are hallmarks of Otto's work. The way in which he uses magic to shape sound is a perpetual source of wonder to me. It shouldn't be; it's not as though he makes a secret of his love of the finer things in life, from food and wine to attire and fashion accessories. Even his house is a masterpiece of art and refinement. I wish I could say the same for the opera he wrote, but "Aestrella" is very much an acquired taste.

- Mordenkainen

Otto's Chime of Release

Level 1 Transmutation (Artificer, Bard, Sorcerer, Wizard)

Casting Time: Action

Range: 120 feet

Components: V, S, M (a small brass tubular chime which is consumed in the casting)

Duration: Instantaneous

When you cast this spell, a delicate chime rings out, the vibrations of which release a single creature from non-magical bonds restraining them. Ropes are untied, chains and shackles loosened, leather straps unbound, a gag undone, or a wooden stock opened. The spell can even be used to release a bit and bridle on a horse, freeing the mount from a rider's direct control.

Using a Higher-Level Spell Slot. The number of creatures you can free increases by 1 for each slot level above 1.

Otto's Crystal Rhythms

Level 3 Enchantment (Bard, Wizard)

Casting Time: Action

Range: 120 feet

Components: V, S, M (a pair of crystals worth 500 gp that are consumed in the casting)

Duration: Concentration, up to 1 minute

Choose a creature you can see within range that can hear you. You fill the target creature's ears with the sound of energetic crystal chimes that no other creature can hear.

The target must make a Charisma saving throw. On a failure, the creature immediately drops anything it's holding in its hands and begins clapping for the duration. The creature

can't use its hands for anything else. Spells requiring a somatic component can't be cast, thieving skills can't be performed, tools can't be used, and weapons can't be wielded.

Obviously, only creatures that have hands will be affected, and any creature with more than one pair of hands will clap along with as many hands as the creature has.

Using a Higher-Level Spell Slot. The number of creatures you can affect increases by 1 for each slot level above 3.

Otto's Drums of Despair

Level 4 Enchantment (Bard, Wizard)

Casting Time: Action

Range: Self (60-foot radius sphere)

Components: V, S, M (a pair of miniature bronze drums with onyx decorations, worth 1,000 gp, that are consumed in the casting)

Duration: Concentration, up to 1 minute

You create the bombastic, oppressively loud sound of war drums around you, filling creatures in the area with feelings of dread and despair.

Choose a number of creatures within range. Each must succeed on a Charisma saving throw. On a failure, a creature takes $3d6$ thunder damage and has disadvantage on attack rolls and saving throws for the duration. On a success, a target takes half as much damage and is unaffected by the drums' sound.

Using a Higher-Level Spell Slot. The thunder damage increases by $1d6$ for each slot level above 4.

Otto's Gong of Isolation

Level 5 Enchantment (Bard, Wizard)

Casting Time: Action

Range: 180 feet

Components: V, S, M (a miniature gold gong and tiny gold striker with a jade stone as its head, together worth 7,000 gp, which the spell consumes)

Duration: Concentration, up to 1 hour

Choose a creature you can see within range that can hear you. You fill the target creature's mind with the mind-numbing sound of an extremely loud gong.

The target must make a Charisma saving throw. On a success, the target is stunned until the end of its next turn. On a failure, the target loses all normal sensory input into the mind. The creature can't see, hear, feel, taste, or smell, effectively making it helpless. Telepathic communication with the creature is still possible. A *wish*, *heal*, or *greater restoration* spell completely cures it.

Using a Higher-Level Spell Slot. The number of creatures you can affect increases by 1 for each slot level above 5.

Otto's Rousing Anthem

Level 4 Enchantment (Bard, Wizard)

Casting Time: Action

Range: Self (30-foot radius sphere)

Components: V, S, M (a set of four miniature silver trumpets trimmed with lapis lazuli worth 1,000 gp that is consumed in the casting)

Duration: Concentration, up to 1 minute

You create a loud trumpet call that raises the spirits, filling creatures in the area with feelings of triumph and courage.

Choose a number of creatures within range. Each creature has advantage on attack rolls and saving throws for the duration.

Using a Higher-Level Spell Slot. The radius increases by 10 feet for each slot level above 4.

Otto's Silver Tongue

Level 4 Enchantment (Wizard)

Casting Time: Action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

Your voice takes on an enthralling sing-song tone that instantly catches the ear of listeners. Anything you say sounds very convincing.

For the duration, your Charisma score increases to 20, if it isn't already, and you have advantage on ability checks you make using Charisma. Additionally, for the duration you can use Charisma as your spellcasting ability for enchantment spells.

Otto's Soothing Vibrations

Level 2 Enchantment (Bard, Wizard)

Casting Time: Action

Range: 120 feet

Components: V

Duration: Instantaneous

As you cast the spell, you choose a point you can see within range. Each creature in a 20-foot-radius sphere centered at that point must make a Charisma saving throw. On a

failure, the creature begins to hear soothing vibrations that causes it to pause and listen. Until the start of its next turn, the creature feels you broadcasting peaceful, kindly thoughts to them. An affected creature will do nothing for the duration. Thereafter, all animals in the area with an Intelligence of 6 or lower will feel kindly to you, and show no aggression or fear unless attacked first.

Additionally, creatures who fail the save are more susceptible to charm spells you or your allies cast before the spell's duration ends, and have disadvantage on saving throws to avoid charm spells targeting them.

Using a Higher-Level Spell Slot. The sphere's radius increases by 5 feet for each slot level above 2.

Otto's Sure-Footed Shuffle

Level 3 Enchantment (Bard, Wizard)

Casting Time: Action

Range: Self (40-foot-radius sphere)

Components: V, S, M (a fiddle string and a sliver from the hoof of a mountain goat)

Duration: Concentration, up to 1 hour

When you cast this spell, each creature of your choice within range hears mystical fiddle music. An affected creature gains the ability to move up, down, and across vertical surfaces and along ceilings, while leaving its hands free. The target also gains a Climb Speed equal to its Speed.

Using a Higher-Level Spell Slot. The radius increases by 10 feet for each slot level above 3.

Otto's Tin Soldier

Level 4 Transmutation (Bard, Wizard)

Casting Time: Action

Range: 120 feet

Components: V, S, M (a silver toy soldier worth 100 gp and a miniature brass bugle worth 50 gp)

Duration: Concentration, up to 1 hour

You call forth the spirit of a Construct. It manifests in an unoccupied space that you can see within range and uses the Tin Soldier stat block. The creature resembles a suit of silvery metal armor (you determine the appearance). The creature disappears when it drops to 0 Hit Points or when the spell ends.

The creature is an ally to you and your allies. In combat, the creature shares your Initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its movement to avoid danger.

Using a Higher-Level Spell Slot. Use the spell slot's level for the spell's level in the stat block.

Tin Soldier

Medium Construct, Neutral

AC 13 + the spell's level

HP 40 + 15 for each spell level above 4

Speed 30 ft.

Ability	Mod	Save	Ability	Mod	Save	Ability	Mod	Save
STR 18	+4	+4	DEX 10	+0	+0	CON 18	+4	+4
INT 14	+2	+2	WIS 11	+0	+0	CHA 5	-3	-3

Resistances Poison

Immunities Charmed, Exhaustion, Frightened, Paralyzed, Poisoned

Senses Darkvision 60 ft., Passive Perception 10

Languages Understands the languages you know

CR None (XP 0; PB equals your Proficiency Bonus)

Traits

Heated Body. A creature that hits the Tin Soldier with a melee attack or that starts its turn in a grapple with it takes 1d10 Fire damage.

Actions

Multiattack. The spirit makes a number of **Slam** attacks equal to half this spell's level (round down).

Slam. *Melee Attack Roll:* Bonus equals your spell attack modifier, reach 5 ft. *Hit:* 1d8 + 4 + the spell's level Bludgeoning damage.

Reactions

Berserk Lashing. *Trigger:* The spirit takes damage from a creature. *Response:* The spirit makes a Slam attack against that creature if possible, or the spirit moves up to half its Speed toward that creature without provoking Opportunity Attacks.

Otto's Tonal Attack

Level 4 Enchantment (Bard, Wizard)

Casting Time: Action

Range: 120 feet

Components: V, S, M (a sitar string and a crystal mallet worth 1,000 gp that is consumed in the casting)

Duration: Concentration, up to 1 hour

Choose a creature you can see within range that can hear you. You fill the target creature's ears with discordant tones only it can hear.

The target must make a Charisma saving throw. On a failure, for the duration it can't cast spells. On a success, it has disadvantage on spells it casts requiring attack rolls, and creatures it targets with spells have advantage on saving throws they make against its spells.

Otto's Tones of Forgetfulness

Level 2 Enchantment (Bard, Wizard)

Casting Time: Action

Range: 120 feet

Components: V, S, M (a string from a sitar and a wooden mallet)

Duration: Concentration, up to 1 hour

Choose a creature you can see within range that can hear you. You fill the target creature's ears with exotic tones no one else can hear.

The target must make a Charisma saving throw. On a failure, for the duration it automatically fails ability checks it makes using skills.

Using a Higher-Level Spell Slot. The number of creatures you can affect increases by 1 for each slot level above 2.

Otto's Warding Tones

Level 4 Enchantment (Bard, Wizard)

Casting Time: Action

Range: 180 feet

Components: V, S, M (two lumps of bee's wax and a string from any stringed instrument)

Duration: Concentration, up to 1 minute

You create at a point you can see within range an area of loud tones with a 40-foot radius. Within the area is cacophony only creatures within the area can hear.

The cacophony drowns out all other sounds, effectively deafening creatures in the area, but also rendering them immune to thunder damage and attacks that involve sound, such as a sirens' song, a banshee's wail, *drums of panic*, *drums of deafening*, or a *horn of blasting*.

Using a Higher-Level Spell Slot. The radius increases by 10 feet for each slot level above 4.

Rary

If you ask Mordenkainen, there is no curse in any tongue spoken by any sentient creature anywhere in the multiverse severe enough to punish Rary. When Rary betrayed the Circle of Eight, he condemned Otiluke and Tenser to gruesome deaths, if the tales be true. 'Tis said he and Robilar plague the Circle even now, though precisely how Mordenkainen keeps to himself.

- Elminster Aumar, Chosen of Mystra

Rary's Aptitude Appropriater

Level 2 Transmutation (Wizard)

Casting Time: Action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

By means of this spell, you can touch another creature and temporarily acquire the ability to use a skill or proficiency possessed by it. If the creature is willing to transfer his knowledge of the proficiency, the transfer takes place without difficulty. If the target is unwilling to transfer the proficiency, the creature is entitled to an Intelligence saving throw versus to prevent the transfer from occurring.

The target doesn't lose its proficiency; it merely allows you to know the proficiency as well. Your proficiency bonus matches the target's, even if your proficiency bonus is lower or higher.

Rary's Empathic Perception

Level 1 Divination (Wizard)

Casting Time: Action

Range: 60 feet

Components: V, S, M (a copper coin)

Duration: Concentration, up to 1 minute

You reach out with your magic into the mind of a creature within range. You learn if it is feeling one of the following emotions: anger, anticipation, anxiety, curiosity, desire, disgust, distress, fatigue, happiness, hatred, hostility, horror, hunger/thirst, love, lust, fear, need, optimism, pain, panic, pleasure, shame/guilt, sorrow, surprise, torment, uneasiness, or wonder. You also learn whether the emotion is weak, moderate, or strong. This doesn't reveal the source of the emotion or any other information about it. Only one emotion (the most prominent on the target is experiencing) is revealed.

A creature that is aware that you are or might be attempting to contact its mind may make an Intelligence saving throw to resist the spell. Only humanoids, giants, beasts, monstrosities, and dragons with an Intelligence of 2 or higher can be affected.

You can only examine the mind of one creature at a time. For the duration, you can use an action to switch creatures.

Rary's Memory Alteration

Level 4 Enchantment (Wizard)

Casting Time: Action

Range: 120 feet

Components: V, S

Duration: Instantaneous

Choose a creature you can see within range. That creature must make an Intelligence saving throw. On a failure, you actively alter a part of a creature's memory.

The portion of memory you can affect is limited to one specific event in the creature's life. The memory of a real event can be altered as you wish. You could replace real facts about the event with false ones, or even place a completely new memory into the creature's mind, causing the creature to remember an event that never happened. However, you are unable to remove a memory of an event in its entirety.

A *heal*, *greater restoration*, or *wish* spell corrects any alterations you made to a creature's memory.

Rary's Mind Scan

Level 4 Divination (Wizard)

Casting Time: Action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 minute

Choose a creature you can see within range. That creature must make an Intelligence saving throw. On a failure, you can pick up the target's surface thoughts or emotions, as though with a *Rary's empathic perception* spell. If you maintain the spell, at the start of each of your turns for the duration, the target repeats the saving throw. On a failure, you gain more information. You may learn of a creature's dreams, suppressed memories, or primal desires. You learn one major fact or subject each time you successfully probe the target's mind.

Rary's Mind Shield

Level 5 Abjuration (Wizard)

Casting Time: Action

Range: Touch

Components: V, S

Duration: 8 hours

This spell is used to protect a creature you touch from intrusions into the mind. Spells or mental powers that can probe the target's mind have no effect on it.

The creature has advantage on saving throws it makes against magic that can affect its thoughts, memories, or behavior — *charm*, *suggestion*, *fascination*, or others — as well as magic items that have similar functions.

Rary's Replay of the Past

Level 5 Divination (Wizard)

Casting Time: 1 minute or Ritual

Range: Self (30-foot-radius sphere)

Components: V, S

Duration: Special (see text)

Your magic enables you to read the residual psychic impressions in a room or area, replaying a past event as an illusion that everyone in the area can clearly see.

When an especially unusual or violent event occurs, it leaves behind psychic vibrations that remain for years. The more important the event, the stronger the psychic residue and the

longer the impressions last. When you cast the spell, the strongest impressions currently in the area enter your mind.

The event that produced the psychic impressions is replayed in real time, so the replay takes as long to complete as the original event. The replay is crystal clear, albeit transparent, so viewers can readily identify persons, creatures, or objects.

If you cast the spell again in the same area, the event that created the second strongest psychic impressions is replayed. You can continue replaying past events, reading weaker and weaker psychic impressions, until all psychic residue in the area has been reviewed.

Rary's Spell Enhancer

Level 4 Transmutation (Wizard)

Casting Time: Action

Range: Self

Components: V

Duration: Instantaneous

This one-word spell focuses and increases the effectiveness of a spell you cast, resulting in reduced resistance or greater damage.

As part of casting a spell of 3rd level or lower, you cast the *spell enhancer*. The enhanced spell strikes with greater power. Choose between imposing disadvantage on saving throws or +1 damage per die.

Using a Higher-Level Spell Slot. You can choose a higher-level spell for each slot level above 4; for example, if you use a 6th-level spell slot to cast your *spell enhancer*, you can enhance up to a 5th-level spell.

Rary's Urgent Utterance

Level 6 Transmutation (Wizard)

Casting Time: 1 minute or Ritual

Range: Self

Components: V, S, M (a sapphire worth 1,000 gp which is consumed in the casting)

Duration: Instantaneous

This spell empowers you to specially prepare another spell for quick casting in an emergency. *Urgent utterance* is cast first, followed by the spell to be readied, except for the last word of the readied spell.

When you need to cast the readied spell, you need only utter the final word of that spell. The utterance of the final word only takes an instant, and you can do so as a reaction. The spell remains readied until you take a long rest, when it atrophies and fades. You can't have more than one spell readied with *urgent utterance* at a time.

Tenser

Poor Tenser. He didn't deserve his fate. I remember him well, perpetually clad in sky blue. He didn't look much like an archwizard; he didn't have a beard or long hair, he didn't wear flowing robes or a conical hat. He looked like a normal bloke, like a middling maker of candlesticks or something you'd find in a Greyhawk market. If I ever get my hands on Rary or Robilar again, they'll suffer for what they did to Tenser. I promise you that.

- Mordenkainen

Tenser's Blade

Level 4 Transmutation (Sorcerer, Warlock, Wizard)

Casting Time: Bonus Action

Range: Touch

Components: V, S, M (phosphorous to produce a *flame blade* or quartz crystal to create a *frost blade*)

Duration: Concentration, up to 1 minute

You endow a dagger with the power of flame or frost. When you cast the spell, for the duration you transform a normal dagger into either a *flame blade* or *frost blade*.

Flame Tongue. Flames erupt from the dagger's blade. These flames shed bright light in a 30-foot radius and dim light for an additional 30 feet. While the dagger is ablaze, it deals an extra 2d6 fire damage to any target it hits. The flames last until you drop or sheathe the dagger.

Frost Blade. When you hit with an attack roll using this weapon, the target takes an extra 2d6 cold damage. In addition, the weapon sheds Bright Light in a 30-foot radius and Dim Light for an additional 30 feet.

Tenser's Brawl

Level 2 Transmutation (Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: Touch

Components: V, S, M (a bit of chest fur from a bear or gorilla)

Duration: 1 hour

Your spell aids an unarmed fighter with greater prowess.

For the duration, the target gains a +2 bonus to hit with unarmed attacks and grapples, and on an attack roll with an unarmed strike the target scores a critical hit on a natural 19 or 20. Additionally, a grapple achieved by the target is more secure, so the grappled creature has disadvantage on checks to escape the grapple.

Tenser's Deadly Strike

Level 3 Transmutation (Sorcerer, Warlock, Wizard)

Casting Time: Bonus Action

Range: Self

Components: V, S, M (a full set of tiger claws)

Duration: Concentration, up to 1 minute

This spell improves your martial prowess. For the duration, when you score a hit with a melee or thrown weapon, you deal maximum damage. The spell works in combination with any other magic that enhances fighting ability.

Tenser's Eye of the Eagle

Level 3 Transmutation (Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: Touch

Components: V, S, M (a few feathers from the head of an eagle and ground carrot)

Duration: 1 hour

This spell endows a fighter with superior eyesight that also grants expert weapon use. The range of the target's vision is effectively doubled, whether darkvision or normal vision. This advantage dramatically improves accuracy at great distances; the target doesn't have disadvantage on ranged attacks beyond normal range. In addition, the target gains a +1 bonus to hit at the weapon's normal range.

Using a Higher-Level Spell Slot. The target gains an additional +1 bonus for each slot level above 3.

Tenser's Eye of the Tiger

Level 1 Transmutation (Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: Touch

Components: V, S, M (a tiger's whisker and ground carrot)

Duration: 8 hours

You endow a creature with senses equal to those of a great cat. For the duration, the target has darkvision to a range of 60 feet and advantage on Wisdom (Perception) and Intelligence (Investigation) checks it makes involving smell.

Tenser's Giant Strength

Level 4 Transmutation (Sorcerer, Wizard)

Casting Time: Action

Range: Touch

Components: V, S, M (a bit of hair from a giant or a titan)

Duration: 1 hour

Your spell empowers the recipient with astounding physical strength.

For the duration, the target's Strength score increases by 4. A creature whose Strength score is already 20 or higher is unaffected.

No magic short of a *wish* spell can make the Strength increase permanent.

Using a Higher-Level Spell Slot. The target's Strength score increases by an additional 1 point for each slot level above 4.

Tenser's Hunting Hawk

Level 2 Transmutation (Sorcerer, Wizard)

Casting Time: Bonus Action

Range: Touch

Components: V, S, M (a hawk wing feather)

Duration: Concentration, up to 1 minute

Your magic imparts a special dweomer into a piece of normal ammunition.

When the piece of ammunition is fired, it changes into a **blood hawk** as it leaves the weapon, as though you used a *summon beast* spell to summon an Air creature.

If a magic arrow has *hunting hawk* cast upon it, the hawk retains whatever magical bonuses the arrow had, including attack or damage bonuses, so a hawk formed from a +2 *arrow* will also have +2 on attack and damage rolls. When the spell's duration ends, the affected piece of ammunition is destroyed.

Tenser's Master of Arms

Level 4 Transmutation (Sorcerer, Wizard)

Casting Time: Action

Range: Touch

Components: V, S, M (a feather from a crane)

Duration: 1 hour

This spell, when bestowed upon a fighter, improves the target's skill with one melee weapon. For the duration, the target has advantage on attack rolls it makes with that weapon, and it rerolls damage dice that score a 1 or 2 (it must abide by the second result).

Additionally, its critical range improves by 2. For example, if it scores a critical hit on a natural 19 or 20, for the duration it scores a critical hit on a natural 17 through 20.

The spell only affects creatures and characters with levels in the Fighter class.

Tenser's Primal Fury

Level 5 Enchantment (Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: 120 feet

Components: V, S, M (a bit of fur from a wolverine or a grizzly bear)

Duration: Concentration, up to 1 minute

Choose a creature you can see within range. Your magic endows the target with a surge of berserk rage. For the duration, the target gains the following abilities:

- It can't be frightened
- It has Resistance to Bludgeoning, Piercing, and Slashing damage
- When it makes an attack using Strength — with either a weapon or an Unarmed Strike — and deals damage to the target, it gains a bonus to the damage equal to your spellcasting ability modifier
- It has Advantage on Strength checks and Strength saving throws
- It can't maintain Concentration, and it can't cast spells

The spell does carry a risk, however: the berserker rage is maintained throughout the duration of the spell. If all of the target's opponents are defeated before the spell ends, the target turns on the nearest living creature and continues attacking without regard for friend or foe. A *dispel magic* spell immediately returns a berserk creature to its normal state.

Tenser's Running Warrior

Level 4 Transmutation (Sorcerer, Wizard)

Casting Time: Action

Range: 120 feet

Components: V, S, M (a bit of fur from a live wolf)

Duration: Concentration, up to 1 minute

Tenser designed this spell to improve a creature's abilities to race around a battlefield.

Choose a willing creature you can see within range. For the duration, the target gains the following abilities:

- Its speed is doubled
- It can't be encumbered
- It gains a +2 bonus to its AC
- Its movement doesn't provoke Opportunity Attacks

When the spell ends, the target is Incapacitated and has a Speed of 0 until the end of its next turn, as a wave of lethargy washes over it.

Using a Higher-Level Spell Slot. You can affect an additional creature for each slot level above 4.

Tenser's Staff of Smiting

Level 4 Transmutation (Sorcerer, Wizard)

Casting Time: Action

Range: Touch

Components: V, S, M (a small iron bar)

Duration: 1 hour

Tenser designed this spell to improve the damage his staff deals in combat.

For the duration, a non-magical staff you touch when you cast this spell gains the following abilities:

- It becomes magical for the purposes of overcoming resistances
- It gains a +2 bonus to attack rolls
- It gains a +2 bonus to damage rolls, and you can add your spellcasting ability modifier to each damage die

The spell ends early if you cast it again.

Tenser's Steady Aim

Level 1 Transmutation (Sorcerer, Wizard)

Casting Time: Action

Range: Touch

Components: V, S, M (a small coiled spring)

Duration: 1 hour

Your spell aids an archer with a steady shooting hand. No matter how fast the archer is moving or how unsteady their motion, their arrows fly true.

For the duration, the recipient of your spell can't have disadvantage on ranged attacks they make against targets they can see.

Tenser's Fortunes of War

Level 6 Abjuration (Sorcerer, Warlock, Wizard)

Casting Time: Action or Ritual

Range: Touch

Components: V, S, M (a valuable sacrifice made to a war deity; the sacrifice must be worth at least 5,000 gp, and is consumed in the casting)

Duration: Instantaneous

Your touch grants a creature special luck in battle. You grant the target one chance to avoid any one attack that would kill or incapacitate it.

When the target is hit by an attack that would reduce it to 0 hit points — or against magic that would remove it from battle by turning to stone, paralysis, sleep, charm, fear, disintegration, death, power word, or any other magical effect — it can invoke the *fortunes of war*. If it does, it automatically negates the damage or effect and miraculously survives to fight on. Your *fortunes of war* ends.

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